



100

Physical
Education
Games

Digital Edition




About Us

Tzurim is a company that specializes in maximize potential. developing and operating unique, creative and exceptional training and empowerment programs in Israel and around the world. The company is an outcome of 20 years of development, research and work in the field of coaching and training .management experience in the field of educational-therapeutic and business training.

Our partners for the way are unique and professionals' coaches and mentors who have experience, attitude, knowledge and skills in coaching and guiding groups, who make every participant feel belonged and connected from the first moment.

Our programs are experiential, creative and fascinating that combine games and drills from the world of COACHING, NLP, Sports, team learning (TBL) - INOUTDOOR TRAIN Positive psychology and social learning





We Believe

It is important to invest in the development of the abilities and skills of each child.


Every child has their own characteristic rhythm and personal path in life. The ability to succeed and achieve depends on investment, willingness and patience.

We believe that the secret lies within the people, only they are able to turn sparkling dreams into significant and living moments. Every child needs a significant adult who believes and is there for him.

We choose for the children a team of committed professional coaches who love and know how to create opportunities and a place for every child

Every child deserves a real opportunity to meet himself.

Life as a group is important, together we can achieve more. The group support and appreciation make the difference.





Evyatar Gabay

Founder | CEO TZURIM

Trainer, mentor and researcher in the field of motivation and human behavior. Expert in training coaches, managers, education and training teams. Develops and operates unique programs to promote the organizational climate and culture at the individual and group level.

M.P.E in Behavioral Sciences and Education. Senior sports coach with 6 coaching and training certificates in the fields of play and movement. Specializes in working with children and youth with ADHD. Inventor of the S.M.A.T method - a unique mental training program that uses sports and experiential learning as a space for personal and group development.



Gili Mesika

Partner | Director Tzurim

Manager of Empowerment and Excellence in sport Tzurim centers.

B.E.D in Sports Science .Mental coach for professional achievement athletes. Senior group leader using the L.T.E method.

Expert in developing physical skills and abilities in the field of ball games and movement. Developer of creative, smart and empowering games that build social skills. Lecturer in the field of personal development, motivation, children's empowerment and the Game play with training experience of thousands of youth athletes and children in all walks of life.




Dear buyer

First, thanks you for buying our book.

We are sure that the games, exercises and ideas in this book will give you important value and will help you take a big step ahead in your development as educators and trainers.

Immense Thinking, creativity and resources have been invested in this book. We ask that the purchase you made will stay private, and will not be passed on to anyone else. The book can be downloadable to 3 different devices. We thank you for helping us preserve the intellectual property and the trust between us as creators and between you as partners in the educational field.



33.

Shattering



Recommended
age: 8-12



Required equipment:
physio ball, tennis balls / small sponge ball

The goal of the game: division into 2 groups standing in 2 columns, distance between a child and his friend 1.5 meters. The goal is to pass the ball from friend to friend from side to side and score a basket in the shortest time.

Developing skills: group coordination and communication, accuracy and movement fluency, group encouragement, dealing with others



89. Around the world



Recommended
age: 8+



Required equipment:
two goals, two balls, marking caps

The purpose of the game: the team starts in pairs, marked by the coach, the contestants run around the goals and the first to score a goal with the ball resting on the cone wins

Development of skills: speed, agility, accuracy, dealing with others and self-control.



90. In giant strides



Recommended
age: 6-12



Required equipment:
hoops

The goal of the game: form pairs, each pair has 2 hoops, the goal of the game is to move to the other side of the field with the hoops, the child holding the hoops must place one hoop on the ground at a time so that a child who jumps can enter them.

Developing skills: bursting power, reaction speed, dealing with others, self-control



Thank you !!!

Join us on our YouTube channel



Join us on Instagram

